

RANGER ARCHETYPE:

BUSHRANGER

BUSHRANGERS ARE QUICK-DRAWING, FORTIFIED outlaws who rely on the land to survive. Some Bushrangers are on the run for a crime they did not commit; forced to retreat into the shelter of the wild until they can prove their innocence. Some dedicate themselves to the protection of consecrated land or heritage sites. In some cases, a Bushranger might actually be a renegade Druid who has absconded from their tribe; clad in forbidden metal armaments to avenge an ally or loved one who could have been saved if the Druids were less rigid in their beliefs.

In any case, Bushrangers are well defended adversaries who will fight for themselves or others until they draw their last breath.

BUSHRANGER SPELLS

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Bushranger Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Ranger Level	Spell
3rd	<i>compelled duel, heroism</i>
5th	<i>warding bond</i>
9th	<i>protection from energy</i>
13th	<i>death ward</i>
17th	<i>mislead</i>

BUGGER OFF

At 3rd level, you gain proficiency in Firearms and ignore their Loading property.

As a bonus action, you let out a furious declaration at one creature you can see within 30 feet of you. The next time you hit that creature with a weapon attack using a firearm or martial ranged weapon, you deal 1d8 psychic damage as you harm their morale. When you reach 11th level in this class, the extra damage increases to 2d8.

FIREARM PROFICIENCY

Rules for firearms can be found in Chapter 9 of the Dungeon Master's Guide and are considered an optional rule. If firearms have not yet been discovered or cannot be created in your world, Bushrangers can ignore the loading property of any Martial Ranged Weapon they use in place of a firearm.

BUSHRANGER'S ARMOUR

At 3rd level, you can craft a set of special protective armour covering your entire body and concealing your face from recognition. You gain proficiency with smith's tools. Over the course of a short rest using these tools, you can convert a set of armour in your possession into **Bushranger's Armor**. This set of armour becomes *plate armor*, and you are considered proficient at wearing it. Your Bushranger's Armor does not impose disadvantage on Dexterity (Stealth) checks and takes half as much time to don or doff. You can use your Bushranger's Armor as a spellcasting focus for any Ranger spell you cast, and it can substitute the material component for that spell so long as it does not have a gold (GP) cost. It is non-magical, and only you can don and doff it.

Additionally, your Bushranger's Armor is sturdy enough to deflect the brunt of ranged weaponry and catch another creature in the crossfire. As a reaction when a creature targets you with a ranged weapon attack, choose another creature within a range of you equal to **10ft + additional distance in feet equal to 5 x your Ranger level**. You take half damage from the attack (rounded down), and the creature you choose takes the remaining damage. You can use this ability an amount of times equal to your proficiency bonus, and you regain the ability to do so over the course of a short rest; the duration of which you spend repairing your damaged armour.

FAITHFUL MARE

Your unwavering respect for the land has earned you the company of a dependable steed who is capable in battle.

Beginning at 7th level, You can cast *Find Steed* without the required material components or expending a spell slot. You can do so once per short or long rest. If you are mounted when you roll for initiative, you have advantage on the roll.

BULLETPROOF

You have perfected the craftsmanship of your armour, making it sturdier than ever.

Beginning at 11th level, You gain resistance to non-magical bludgeoning and slashing damage.

You can now use your Bushranger's Armor to deflect ranged spell attacks as well as ranged weapon attacks. This applies only to spells that have a casting time of 1 action, targets 1 creature, and is instantaneous.

THE LAST STAND

You will fight for what you believe in, till the end of the line.

Beginning at 15th level, for as long as you are equal to or less than half of your maximum hit points (rounded down), Attacks you make with martial ranged weapons or firearms score a critical hit on a 19 as well as a 20, and enemies you target with your Bushranger's Armor take additional force damage from successfully deflected attacks equal to twice your proficiency bonus.

Art: *Ned Kelly's Last Stand* by Grange Wallis | [Art Page](#)

"Such is Life" by martialartist11 | [deviantart](#)

Made with Homebrewery

